

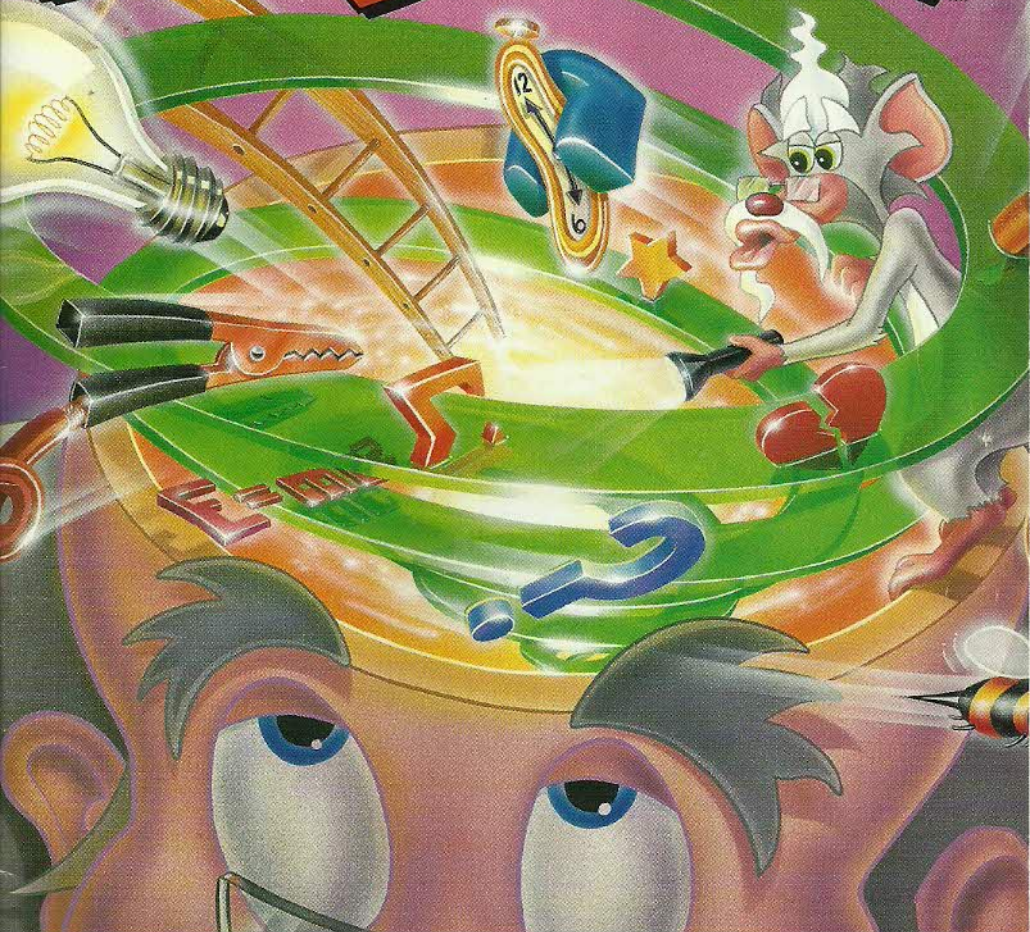
AGES 12 TO ADULT

BRAIN BUSTERS • MIND MELTERS • THOUGHT BOGGLERS

Your whole family will enjoy stretching their minds playing
over a thousand puzzles in this mind-spinning,
brain-twisting, thought-provoking game.

THE LOST MIND OF

Dr. Brain™



SIERRA®

Installing The Lost Mind of Dr. Brain™

CD-ROM INSTALLATION

ON YOUR MACINTOSH® SYSTEM

- 1 Insert The Lost Mind of Dr. Brain™ CD-ROM into your CD-ROM drive using a carrier if appropriate.
- 2 When you open the CD-ROM from the Finder, you should see the Dr. Brain icon.
- 3 Double click on this icon to launch the program. It will read from the CD-ROM drive and will not install on your hard drive.

ON YOUR WINDOWS® SYSTEM

- 1 Insert The Lost Mind of Dr. Brain CD-ROM into your CD-ROM drive using a carrier if appropriate.
- 2 Begin at the Microsoft Windows Program Manager. (If you are not familiar with the Windows Program Manager, please consult your Windows manual.)
- 3 Select "RUN" from the "FILE" menu in the Windows Program Manager.
- 4 On the command line, type x:\SETUP (where "x" is the CD-ROM drive) and press Enter or click on the "OK" button.
- 5 A new icon for the Dr. Brain game and icon for Dr. Brain's On-line documentation will be automatically created for you in the Sierra program group.

Double click on the icon and the program will read from the CD-ROM drive. The application will not install on your hard drive.

SYSTEMS REQUIREMENTS

Macintosh Systems

To run Dr. Brain, your Macintosh system should include:

- 68030 Color Macintosh or better
- CD-ROM drive
- System 6.0.7 or better
- 2.2 megabytes RAM free
- 1MB free hard drive space
- Mouse
- 13" or better 256 color monitor

Windows Systems

To run Dr. Brain, your Windows system should include:

Hardware

- IBM AT bus-compatible system

- Minimum CPU 486SX/20 MHz
- CD-ROM drive
- 1MB free hard drive space
- 3 megabytes RAM free
- Windows 3.1 compatible sound card
- SVGA video board - 256 colors @ 640x480
- Audio Speakers or headphones
- Mouse

Software

- Windows 3.1 installed
- Windows 3.1 sound card driver
- SVGA video driver to support 256 colors @ 640x480

Welcome

Welcome to The Lost Mind of Dr. Brain™. This time, Dr. Brain's really lost his mind over his latest experiment. He didn't anticipate the end results involving the Brain Drain. Now Dr. Brain is really rattled and Rathbone, his faithful lab rat, is well...a rodent genius.

The esteemed Dr. Elaina (a world renowned neurosurgeon and Dr. Brain's niece), needs your intellect, perseverance and ingenuity to help her reconstruct Dr. Brain's brain. As you maneuver through the labyrinth of Dr. Brain's cerebellum, your "gray matter" will be put to the test. It will take the combined efforts of your seven intelligences* to solve the ten brain-spinning puzzle areas. A section of the dear doctor's mind is restored when you complete a required number of puzzles in a specific area. There's a nice bonus in it for you too. Your own intellectual prowess will grow as you play.

GOOD LUCK

DR. BRAIN'S FATE IS IN YOUR HANDS!

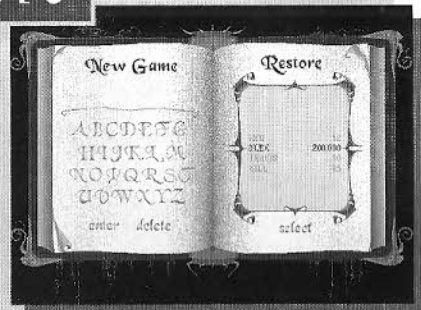
Please take a moment to read How to Install The Lost Mind of Dr. Brain on the inside front cover. If you have any concerns about the game on your system, see System Requirements. For a quick overview, see The Lab Screen. If you have any technical problems, see Troubleshooting or Getting Help.

* The Theory of Multiple Intelligences was developed by Dr. Howard Gardner, co-director of Project Zero and Professor of Education at Harvard University.

New Game/Restore

You are immediately transported to this screen once you turn on the game. It's here you'll decide if you want to start a new game or restore a saved one. A new game entry will lead to the intro cartoon, while restoring a previous game will move you to Dr. Brain's Lab screen.

Both pages first appear in a faded gray color. Once you select a page, it is highlighted in yellow and words start to appear beneath the selected heading.



New Game Page: Before playing a game, you must name it. File names can be up to eight characters in length. You can select any letters from the alphabet shown on the screen. Use the mouse or keyboard to enter the letters on the screen.

Restore: To access a saved game, you need to first restore it. Use the mouse to select it or move the finder to the name and highlight it. Click on select to activate the game.

Saved games are listed in alphabetical order. All games are automatically saved with your total score displayed next to the name of the game.

Deleting Saved Games

On Your Mac System

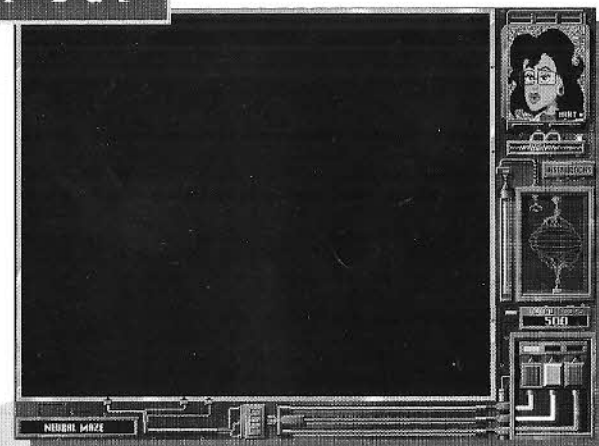
- ① Open SYSTEM folder.
- ② Open PREFERENCES folder.
- ③ Open THE LOST MIND OF DR. BRAIN™ folder.
- ④ Delete individual games by opening THE LOST MIND SAVED GAMES folder. Drag individual saved games to the TRASH CAN icon on the desktop.
- ⑤ Delete ALL saved games by dragging THE LOST MIND SAVED GAMES folder to the TRASH CAN icon on the desktop.

On Your Windows® System

- ① Identify the installation directory where The Lost Mind Of Dr. Brain was installed, i.e., c:\SIERRA\DRBRAIN3.
- ② Run File Manager. Look up the installation directory, for example, c:\SIERRA\DRBRAIN3. Then open the SAVEGAME sub-directory.
- ③ Identify the name of the saved game you want to delete and delete it. For example, if you want to delete a saved game for Willie, find WILLIE.DB3 and delete it from your hard drive.

The Tool Bar

Each of the 10 puzzle areas has a set of standard controls - the tool bar. The tool bar consists of a video screen panel, instruction button, navigation/lab panel, completion percentage beaker, digital score readout and difficulty panel.



Video Screen Panel: Click on this panel and you will be able to communicate with Dr. Elaina. If you get stuck any time during the game, you can ask Dr. Elaina for hints to move on. A word to the wise: If you ask Dr. Elaina for help and she offers a specific hint, the value of the puzzle will decrease. You will not lose any points if she merely offers a general comment about the human brain and how it functions.

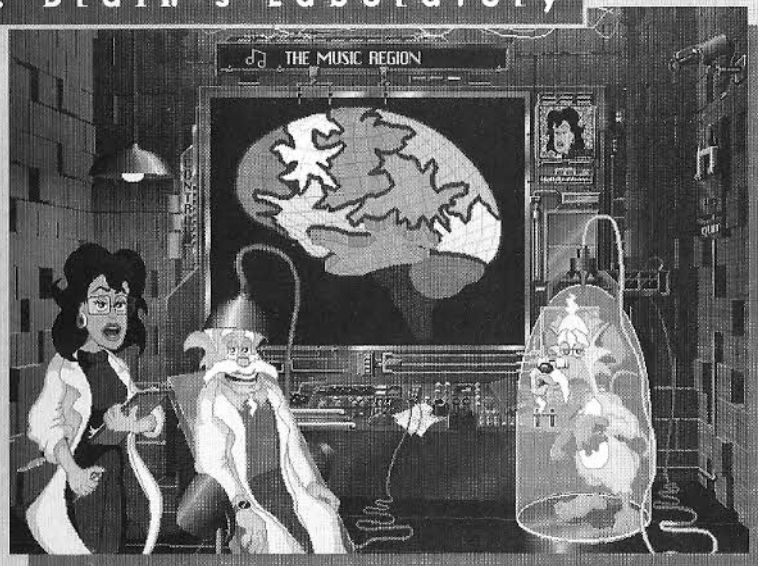
Instruction Button: Click on this button to hear Dr. Elaina explain the instructions about the puzzle.

Navigation/Lab Panel: Click on this panel and it opens revealing a wire frame of Dr. Brain's brain. Click on the wire frame and it will transport you back to Dr. Brain's lab.

Completion Percentage Beaker and Digital Score Readout: The beaker will fill up as you complete a puzzle. The digital score readout will display how many total points you have scored. You will lose points for accessing hints.

Difficulty Panel: Click here to change the difficulty levels any time during the game. Green is Novice, Yellow is Expert and Red is Genius. The higher the difficulty level, the greater the points for each puzzle and the fewer number of puzzles to solve to complete that area.

Dr. Brain's Laboratory



Dr. Brain's headquarters is his lab deep inside his castle. Considered "brain central," it's where you and Dr. Elaina will plot your course to solve this traumatic dilemma involving Dr. Brain's missing mind. Filled with scientific instruments, it's ground zero - where everything begins and ultimately ends.

The large video screen behind Dr. Elaina, Dr. Brain and Rathbone shows a color-coded outline of the missing areas of Dr. Brain's brain. Move your mouse over an area and its puzzle name will appear in the dialogue box above the screen. Click on it and Dr. Elaina will say what region it is and you will then be transported to the corresponding puzzle region. **REMEMBER:** You don't have to finish a puzzle before you leave a specific area. You may move around nine puzzle regions as much as you like. **BUT,** you must solve enough puzzles to heal the nine areas 100% before you can enter Dreamland, the tenth and final area, and then Dr. Brain can become his old self again.

As you make progress during this delicate operation, each time a puzzle area has been successfully drained back to Dr. Brain from Rathbone, the region on the brain outline loses its color to let you know it's been healed.

Click on the circuit board behind Dr. Elaina to access the introduction cartoon, new game/restore screen and the final cartoon (only available after completing all 10 puzzle areas).

THE TEN BRAIN TEASERS

You must complete these ten puzzle areas to complete the Brain Drain reversal.

- | | |
|---------------------|--------------------|
| ① Music Region | ⑥ Word Surge |
| ② File Sorting | ⑦ Pentode™ |
| ③ Motor Programming | ⑧ Cad Construction |
| ④ Neural Maze | ⑨ Synaptic Cleft |
| ⑤ Train of Thought | ⑩ Dreamland |

Once you've completed the first nine puzzle areas, you'll be able to access Dreamland, the final puzzle area, by clicking on the brain stem or on any of the gaps between the brain sections. If you complete all the necessary puzzles here, you are indeed a gifted individual. Your actions will save the dear Doctor.

IT'S ALL IN THEIR HEADS

As you look around the lab, you'll notice Dr. Elaina meticulously recording the nervous ticks and movements Dr. Brain randomly exhibits since the fateful experiment. He and Rathbone often speak in unison, muttering incidental phrases about intelligence, a quirky side effect indeed. Click on Rathbone or Dr. Brain and you'll immediately notice their unusual characteristics.

IT'S TIME TO RECHARGE

To quit the game, click on the red-handled switch on the right wall of the lab. The game and your score are automatically saved for another brain reconstruction attempt. Dr. Brain appreciates your efforts and hopefully will have a chance some day to thank you.

Collect Your Thoughts

The human mind has been studied for centuries. Unlocking its closely guarded secrets has been a slow process. Educational consultant Dee Dickinson* (adapting Dr. Howard Gardner's Theory of Multiple Intelligences presented in *Frames of Mind*) suggests using a variety of approaches and strategies in solving the puzzles in this game. No two people are alike. As they develop different kinds of intelligence, they look at tasks and problems from different perspectives and they solve them in different ways.

The seven intelligences that Gardner has identified include *Verbal/Linguistic*, *Logical/Mathematical*, *Visual/Spatial*, *Bodily/Kinesthetic*, *Musical*, *Interpersonal* and *Intrapersonal Intelligence*.

© **Verbal/Linguistic** - Playing with words, reading for information, writing, thinking out loud, and discussing.

© **Logical/Mathematical** - Working with factual information, looking for patterns and relationships, forming concepts, and working in an orderly sequential way.

© **Visual/Spatial** - Creating illustrations, charts, diagrams, and mental images, constructing 3-dimensional objects, and using multimedia technology.

© **Bodily/Kinesthetic** - Physical involvement and coordination, manipulatives, model-building, working with computers, arts and crafts, sports and active games.

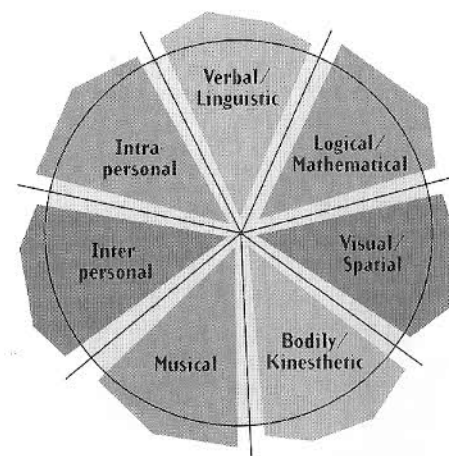
© **Musical** - Listening to music, singing or playing instruments, dancing and musical activities, performing and/or composing.

© **Interpersonal** - Communicating and interacting with others, group projects and cooperative efforts, and on-line communication.

© **Intrapersonal** - Goal-setting and self-directed activities, getting in touch with thoughts and feelings, quiet and privacy, time for reflection.

We have incorporated the Theory of Multiple Intelligences into *The Lost Mind of Dr. Brain*™. For instance, the Music region of the game will test your logical, musical, spatial, kinesthetic and interpersonal skills. The Train of Thought, on the other hand, utilizes your logical, spatial, kinesthetic and interpersonal skills. So while you're solving Dr. Brain's current unfortunate situation, you are exercising and enhancing your intelligence and fine-tuning your thought processes.

*Dee Dickinson is CEO of New Horizons for Learning and co-author (with Linda Campbell and Bruce Campbell) of *Teaching and Learning Through Multiple Intelligences*.



Thinking About It With Your Seven Intelligences

This chart gives you hints on how you can approach a problem and develop new methods to solve it.

Verbal/Linguistic

Read instructions carefully.
Ask yourself questions about the task.
Tape-record ideas as they come to you.
Rephrase the problem in your own words.
Write out what you have learned and post.

Logical/Mathematical

Analyze the problem into parts.
List the steps you will take.
Compare, contrast, make analogies.
Make a flow chart, time-line or graph.
List key points to keep in mind.

Visual/Spatial

Make a mindmap showing connections between ideas.
Make a diagram, chart, sketch or model.
Make notes then color, highlight or underline key points.
Create vivid or exaggerated mental images.

Bodily/Kinesthetic

Let your fingers work on the problem.
Walk around or dance the problem out.
Role-play or act out the problem.
Make a physical model or experiment.

Musical

Play quiet background music for problem-solving.
Make up a song, rap, or jingle with key points.
Sing or chant it.
Dance out the problem.

Interpersonal

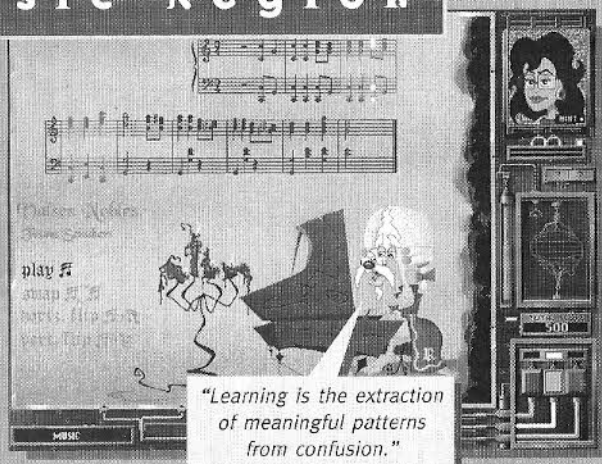
Discuss the problem with a person or group.
Present it to an imaginary audience.
Work out the solution collaboratively with others.
Work with a mentor.

Intrapersonal

Set goals and make a plan.
Identify what you already know about the task.
Spend quiet time reflecting before you start.
Check on how you are doing and self-correct.
Frequently review what you have learned.

The Music Region

In this puzzle, Herr Rathbone Von Brain is an eccentric Gothic composer with an ear for a good tune. Play along and soon you too will be making beautiful music. He will play a little melody and your job is to match it note for note. The staff shows the scrambled measures, and you have to put them in the proper order. Click on the harpsichord or Rathbone anytime to hear him play the correct musical selection.



NOVICE

The staff on the screen shows the entire composition. Click on the staff to highlight all the measures. Press PLAY to hear the score as it is arranged on the screen. Or, if you prefer to work with one measure at a time, highlight it and then press PLAY to hear it.

Use SWITCH to move measures to different positions on the scroll of sheet music. Highlight the measures you want to change places and then press SWITCH.

If you need a hint, ask Dr. Elaina. Just remember, if she offers a specific clue, the value of the puzzle decreases. You solve the puzzle when you rearrange the measures in the proper order and play it once for Von Brain.

EXPERT

It gets a little bit trickier when you change the difficulty level to Expert. A HORIZONTAL FLIP category is added. Not only do you have to sort the measures and place them in the proper sequence on the scroll, you must determine if they are backwards. You might have to flip the way they look before they can be played properly.

For example, many times when young children are learning how to draw letters and numbers they reverse them. A 3 is written as an E and a P looks like the number 9. They have to be flipped horizontally before they take on the proper meaning. The same thing occurs here. It's up to you to rearrange the measures, make sure they are in the proper sequence and they are placed correctly in the horizontal position.

If you want to flip a measure horizontally, highlight it and then press HORIZONTAL FLIP.

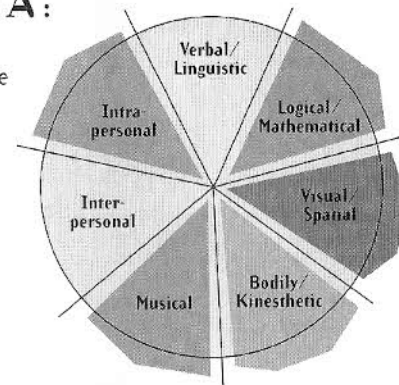
GENIUS

Beethoven, Mozart and Chopin were all geniuses. Show your musical mettle and play with the best. This category wasn't called Genius for nothing. It will truly test your sight, sound and reasoning skills. A VERTICAL FLIP category has been added. It joins the SWITCH and HORIZONTAL FLIP. This is what you face: 1) Mixed-up measures that need to be sorted and placed in the proper order. 2) Measures that may be backward. That means they need to be flipped horizontally before they can be played correctly. 3) Measures that may be upside down. You'll have to flip them vertically before they can be played correctly. 4) The measures may be flipped horizontally and vertically. It might be a little tough, but you'll solve the brain area faster playing it at this greater degree of difficulty.

You'll be presented with musical puzzles until you have successfully completed 100% for the area. At that time, the Music region is considered healed. You may move on to another area or continue playing in the Music region. The beaker measures your completion percentage. The digital readout displays your total point score. The more difficult the skill level, the greater number of points earned and the fewer puzzles that need to be solved to complete the region. See how many points you can earn without asking Dr. Elaina for hints.

HINTS FROM DR. ELAINA:

- ⊙ There is always more than one way to solve a puzzle.
- ⊙ Play one measure at a time.
- ⊙ Start with the beginning and ending measures of the tune.
- ⊙ Click on the harpsichord and have Rathbone repeat the selection.



GENIUS HINTS:

- ⊙ Try flipping it horizontally, then vertically and vice versa.
- ⊙ Keep in mind, some pieces of music might sound better backwards. They were composed that way on purpose.

BRAIN FOOD

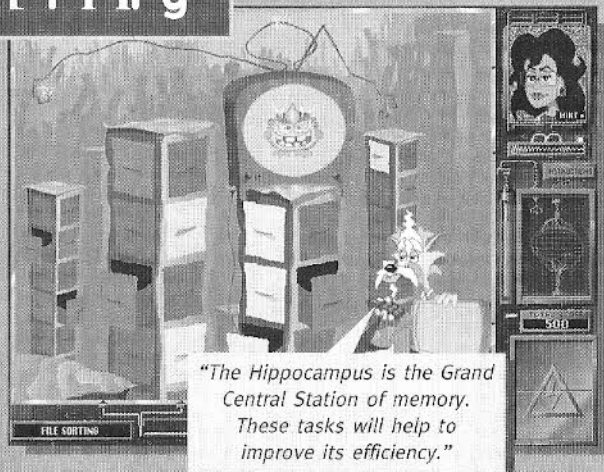
This puzzle focuses on audio recognition and music notation. It also exposes you to the works of noted composers.

File Sorting

In File Sorting, you are definitely entering a new dimension and it's not normal. Rathbone is just not himself. He's distant and engrossed in File Sorting.

This puzzle is simple enough; at least

it looks that way in the beginning. Your job is to file the things Rathbone displays on his old TV monitor and then retrieve them when he asks for them back. Click on open drawers to store an object; click on a closed, colored drawer to retrieve an object.



NOVICE

Keep things tidy and file them in a drawer - that's all there is to it. Where's the challenge? It's all in your head. This is a great way to test your memory skills. So you better pay attention or you'll never find what you put away. The first wrong answer sends you back to the beginning. Dr. Elaina is there to help, but it will cost you.

EXPERT

I wouldn't count on breezing through this one. Rathbone has some tricks up his coat sleeves. Not only do the drawers change position, but you have quite a few more things to remember. So while you may only have five objects to keep track of when you play this puzzle on the Novice level, don't expect easy-street while attempting Expert play.

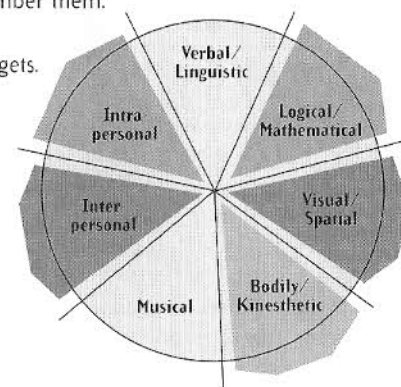
GENIUS

Well the category name says it all. The drawers change positions and there are many, many more objects to keep track of. It seems Rathbone is not cutting any slack on this one. He really wants to stir things up at this level and does so quite a bit more often too. You don't score any percentage points until he has presented all of the items and you have successfully retrieved them from the correct drawers.

You'll be presented with file sorting puzzles until you have successfully completed 100% for this area. At that time, the File Sorting region is considered healed. You may move on to another area or continue playing in the File Sorting region. The beaker measures your completion percentage. The digital readout displays your total point score. The more difficult the skill level, the greater the number of points earned and the fewer puzzles that need to be solved to complete the region. See how many points you can earn without asking Dr. Elaina for hints.

HINTS FROM DR. ELAINA:

- ☉ Say the object names out loud to help remember them.
- ☉ The longer you hesitate the more difficult it gets.
- ☉ Close your eyes and recreate the color and shapes you're trying to remember.
- ☉ Try to feel the temperature and texture inside the file cabinet.
- ☉ Attach a smell to the storage location.

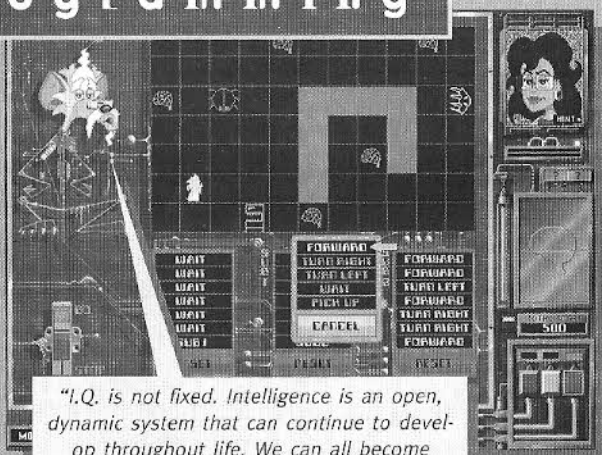


BRAIN FOOD

This puzzle is a memory game. You are given control to direct your own memory scheme. This allows for multiple path solutions, so you can manage a completely different scheme of remembering the objects. The added intrigue of this game is seen in the greater difficulty levels. The game starts to disrupt your memory scheme, forcing you to allow for an adaptive recall scheme.

MOTOR PROGRAMMING

In this puzzle Rathbone is looking a lot like a techno cyber junkie. His body is a circuit board skeleton of his former self and his voice is stuck in a slow motion mode. This is a maze puzzle. The purpose is to move a little Dr. Brain around the maze, so he can collect his brains. Get it, instead of a little white mouse... Anyway, you have to develop the proper code (commands) to make tiny Dr. Brain move and pick up his brains. Oh, and you're supposed to watch out for bugs. They could kind of make it messy.



*"I.Q. is not fixed. Intelligence is an open, dynamic system that can continue to develop throughout life. We can all become more intelligent." Dr. Rueven Feuerstein**

NOVICE

This level is very straightforward. You have seven lines of commands (known as code) to use to accomplish your purpose. The bugs aren't bad at this level, either. Click on a line of code in the main program to bring up a pop-up window showing code options. Your options are: Move - This command allows the Doctor to step one move forward. Wait - This command has the Dr. Brain icon stand in place for one turn. Turn Left - This command rotates the Doctor to the left. Turn Right - This command rotates the Doctor to the right. Pickup - This command collects a brain icon if the Doctor is standing on it. Cancel - This command will close the pop-up window. Reset - This command will clear a program group.

Select the code option you need for your program from this list and it will take its place in the main program. Once you've created your code, hit the start button and watch that little guy go. You determine when he moves, if he waits, where he turns and what he picks up. Easy??!!

EXPERT

Sometimes seven lines of code is not enough to accomplish everything you need to do in a puzzle. So the Dr. Brain programmers have added a little something extra. You get to develop a subroutine set to effectively reuse code (move, wait, pickup, turn

left, turn right, etc.) so you can manipulate little Dr. Brain through a more difficult maze. When the main program comes to a sub1 line, it runs all of the code in sub1, then proceeds to the next line in the main program. No sweat. But there are also more bugs at this level and more brains to pick up too. The program continues until all the code has been exhausted, all the brains have been collected or you press stop. If you don't get it right with your first program, try, try again.

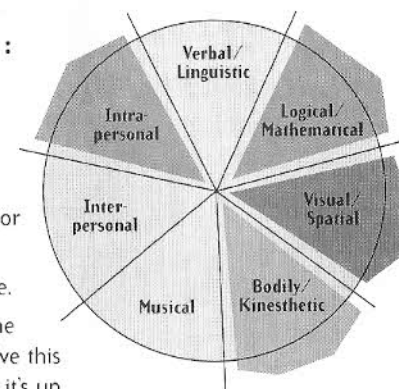
GENIUS

Two sets of subroutines are available at this level. Within the main program you can use sub1 and sub2 routines. A sub2 routine can also be used from inside the main or sub1 routine. The mazes are more complicated - one Dr. Brain, lots of brains to retrieve, and multiple bugs - but think of what you're mastering. It's everything you had at the other two levels and more.

You'll be presented with motor programming puzzles until you have successfully completed 100% for this area. At that time, the Motor Programming region is considered healed. You may move on to another area or continue playing in the Motor Programming region. The beaker measures your completion percentage. The digital readout displays your total point score. The more difficult the skill level, the greater number of points earned and the fewer puzzles that need to be solved to complete the region. See how many points you can earn without asking Dr. Elaina for hints.

HINTS FROM DR. ELAINA:

- ⊙ If you can't move around a bug - wait until it moves out of your way.
- ⊙ Make sure you pick up all of the brains.
- ⊙ Use your subroutines carefully and efficiently for best results.
- ⊙ Use subroutines to expand your ability to move.
- ⊙ Keep trying different code if it doesn't work the first time. There is no "one" right answer to solve this puzzle. There are many possible solutions and it's up to you to come up with one.



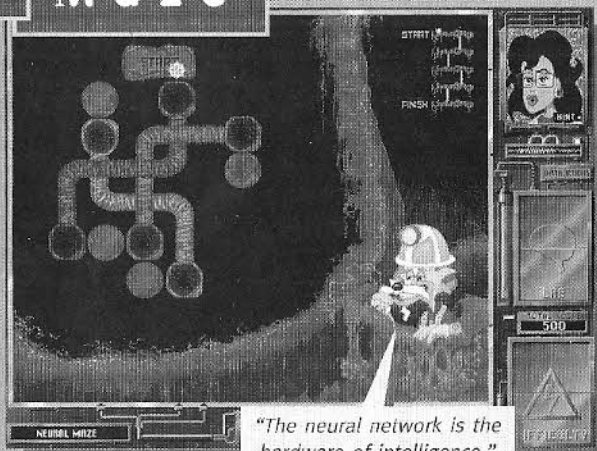
BRAIN FOOD

This puzzle explores some of the basic processes involved with programming and, on the more difficult levels, an efficient reuse of code to leverage the available code space to reach long-term goals. The puzzle intrigue comes from manipulating a controlled set of pieces to achieve multiple results.

*Dr. Rueven Feuerstein, an Israeli cognitive psychologist and Director of the International Center for the Enhancement of Learning Potential (ICELP) in Jerusalem.

Neural Maze

Rathbone's deep in this puzzle. Wearing a hard hat, heart tattoo and speaking like a true New Yorker, he's got a job to do. He needs help maneuvering through the dark, damp subterranean levels in this multi-level sewerlike puzzle to the finish area.



NOVICE

Here you must maneuver between one to three maze levels. A small locator map is displayed in the upper right hand corner of the screen. It will show your location in the maze as a yellow dot. It indicates what level you started on, where the finish is and transport tunnel shortcuts. The light gray bridge circles help you move. Click your mouse on the spot where you would like Rathbone to move. Land on a blue arrow and it will move you up a level. Land on a red arrow and it will move you down a level. The various color neurotransport tunnels move you across a level.

EXPERT

At this skill level, you're a little darker, damper, and deeper underground. It's more difficult here because you must maneuver within seven levels. Again the locator map will show your exact location. Get ready for a wild ride - almost as good as a New York Subway ride.

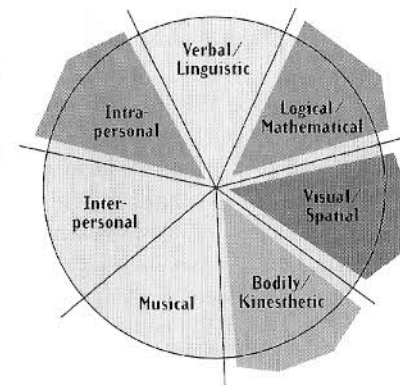
GENIUS

Rathbone's rodent background comes in handy here. Twelve levels must be explored and navigated before you find your way out. Go slow and "don't take nothing from nobody." Go slow and you'll find the results deeply satisfying. Remember, Dr. Elaina can help you if you get stuck.

You'll be presented with Neural Maze puzzles until you have successfully completed 100% for this area. At that time, the Neural Maze region is considered healed. You may move on to another area or continue playing in the Neural Maze region. The beaker measures your completion percentage. The digital readout displays your total point score. The more difficult the skill level, the greater number of points earned and the fewer puzzles that need to be solved to complete the region. See how many points you can earn without asking Dr. Elaina for hints.

HINTS FROM DR. ELAINA:

- ⊙ She will let you know if you should move up or down a level.
- ⊙ There are many solutions and multiple paths.
- ⊙ If your path reaches a dead end, try another.



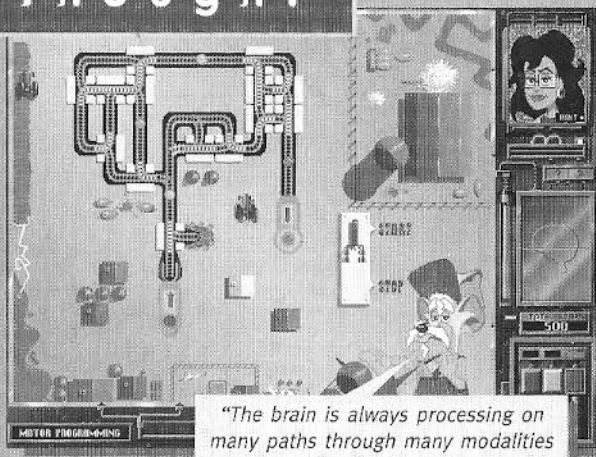
BRAIN FOOD

This is a multi-dimensional maze activity requiring visualization skills, strategy and memory.

Train of Thought

All aboard! Ride along with engineer Rathbone (Irish eyes must be smiling) O'Brain on the Train of Thought. In this puzzle Dr. Brain's ideas are really scrambled and they're color-coded too. It's your job to get them back on track and

on the loading dock in the proper order. It just might be a wee bit tricky. It wouldn't hurt to have your four leaf clover with you as you keep track of the dear Doctor's ideas.



NOVICE

Flip the START switch to begin the fun and the game. Dr. Brain's ideas will emerge from the launching station as different colored balls. After the first idea is launched, the docking station light will indicate what color idea it wants first. The station light will change color right after it receives an idea. If you send the wrong idea into the docking station in the incorrect order the puzzle will stop and you will have to start over again. In order to get the ideas to the docking station in the correct order, you'll need to change or toggle some of the track. At the same idea, it's very important NOT to let the ideas collide. 'Tis not a pretty sight.

Flip the STOP switch to freeze the game at any time. Click START or any of the track switches to continue.

EXPERT

Same as the novice level, flip the START switch to begin. At this level, Dr. Brain's ideas are coming faster and there are a few more of them. Tunnels add another dimension and there are miles of extra track to wander, some color-coded, i.e., only a blue idea can ride the blue rails.

Again, don't let the ideas collide or send the wrong color into the loading dock. Flip the STOP switch to freeze the game. Use your head and if you need to, add a little luck of the Irish.

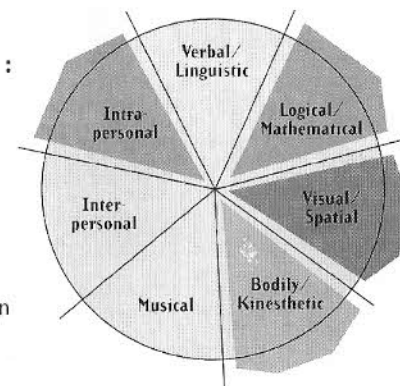
GENIUS

Sure and begorra it wouldn't hurt to be a leprechaun right about now. Put on your derby and get ready for anything. Flip the START switch to begin. It's the same game as at the other two levels and yet... there is more colored track, multiple ideas moving at lightning speed, tunnels and curves. 'Tis a wild ride indeed. You always have to think two or three ideas ahead. Switches have to be toggled in different directions and be wary of the tunnels. And always remember, DON'T LET THE IDEAS COLLIDE! Press STOP to freeze the game at any time.

You'll be presented with train puzzles until you have successfully completed 100% for this area. At that time the Train of Thought region is considered healed. You may move on to another area or continue playing in the Train of Thought region. The beaker measures your completion percentage. The digital readout displays your total point score. The more difficult the skill level, the greater number of points earned and the fewer puzzles that need to be solved to complete the region. See how many points you can earn without asking Dr. Elaina for hints.

HINTS FROM DR. ELAINA:

- ⊙ Create a stable system by catching the thoughts in loops.
- ⊙ Catch the thoughts in loops before trying to dock any of them.
- ⊙ Once you have the thoughts contained, you can selectively pick out the ones you need.



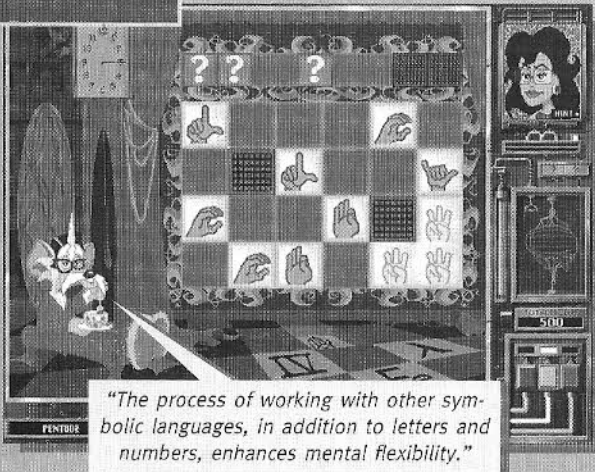
BRAIN FOOD

This puzzle is a combination of a logic table and a train station. It's a closed system that needs to be maintained and manipulated to control the release of several elements. The result is an activity that must be perpetually tracked and adjusted to avoid collisions and seek out a fluid solution.

Pentode™

Well, Sir Rathbone has really moved up in the world. Check it out: plush surroundings, stuffy wardrobe, funky hair and a la-di-da attitude. Dr. Brain definitely needs his brain back.

Pentode™ is a matching puzzle. You select the symbol group you want to work with from the floor tiles in front of the curtain. Your choices include: Sign language, Greek, Elements and Roman Numerals. After you make your choice Rathbone will tell you what it is. Click on the curtain and the fun starts.



NOVICE

Once you get the hang of it, this puzzle is addicting. After the curtain rises Rathbone will say the name of the symbol as it moves along the queue above the tile board. Click on any empty square and it will appear as a tile. You can only put a tile in an empty square. The point of the puzzle is to match up to five symbols (a pentode) at a time. When you make a match, the tiles disappear and the squares are empty again. Just be careful and don't get boxed in.

You will be able to gauge your progress by the clock in the upper left hand corner. When you match two symbols the clock will begin. Once you reach 12:00 the puzzle is solved and you're on your way to healing Dr. Brain's brain. The clock will move faster when you match three symbols, even faster with four and the hands really move if five are matched. If you want a hint from Dr. Elaina, the curtain will drop down over the board and she will offer some insightful tidbit. Click on the curtain to continue with the game. If you want to stop your game, click on Rathbone to pause the game and close the curtain.

EXPERT

At this level, things move a little faster and the game board has some tiles blocked off so you can't use them to make a match. Don't be fooled. The queue above the board is shorter and moves more quickly. You will also have more symbols to deal with in each group. As with novice, once you've made a match, the tiles disappear and the squares are once again empty for reuse.

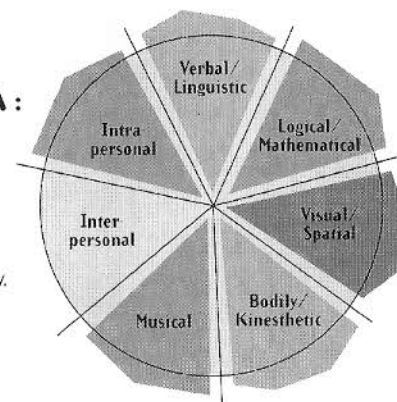
GENIUS

It's not easy, but once you've played Pentode™ a while you'll be able to master this level. It is a bit tricky though. The symbols move more quickly along the queue and there are blocked squares on the board and added symbols in each group. Oh, one more thing. When you make a match, the last tile you place will remain on the board, while the other tiles in the match will disappear.

You'll be presented with matching puzzles until you have successfully completed 100% for this area. At that time the Pentode region is considered healed. You may move on to another area or continue playing in the Pentode region. The beaker measures your completion percentage. The digital readout displays your total point score. The more difficult the skill level, the greater number of points earned and the fewer puzzles that need to be solved to complete a region. See how many points you can earn without asking Dr. Elaina for hints.

HINTS FROM DR. ELAINA:

- ⊙ Plan your moves quickly but place tiles carefully.
- ⊙ Keep your eye on the queue, you need not place each character on the grid immediately.
- ⊙ Leaving space between pairs allows for groupings of threes and fours.

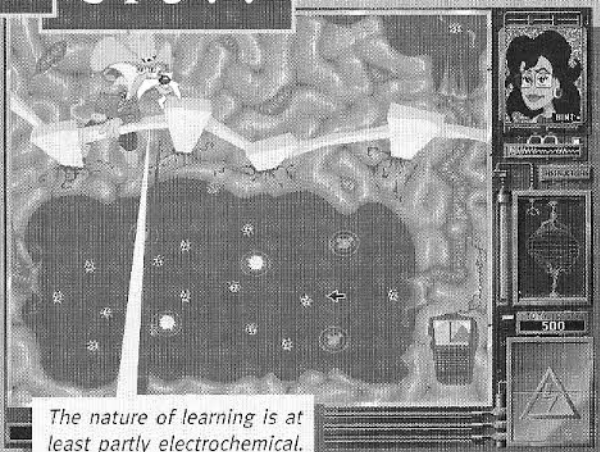


BRAIN FOOD

This activity requires the gamer to perform cross-modal tasks. Pentode also introduces the gamer to new alphabets and forms of communication.

Synaptic Cleft

Rathbone "Joe Bob" is headin' up a roundup and needs a hand or two. He needs to get them little neuro-transmitter critters to the receptor cell corral. Grab your cowboy hat and watch your step.



NOVICE

Neurotransmitter cows are released from a brain cell holding pen into the synaptic cleft. You have to successfully rope and maneuver each one to the receptor cell corral. One hitch, neurotransmitter cows are destroyed if they collide with obstacles or each other. Watch the fence. But don't worry pardner, help is a comin'. Hold down the mouse key and you instantly have a repelling force field at your finger tips. Remember though, this force packs a powerful punch. Use it carefully to guide the critters into the corral. The receptor cell gauge will tell you how you're doin'. When it's full, those little doggies are rustled into another brain cell.

EXPERT

Cows move pretty fast in here. You'll also notice a haystack or two and maybe even a cactus plant. The haystacks attract the cows and the plants repel them. You gotta get done before the sun goes down. At this level the neurotransmitter cows start to decay after a while so don't be sittin' on the fence.

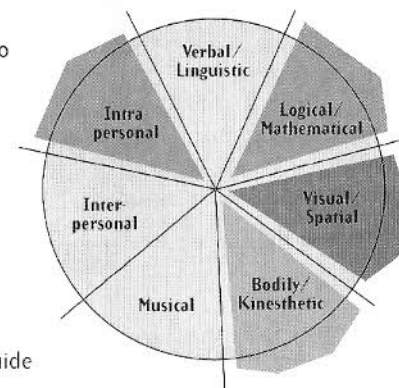
GENIUS

Whoa-doggie. Critters are a stampedin'. You gotta get around haystacks, cactus plants, water barrels (they attract) and boulders. Those little critters decay here even faster. Keep 'em movin' out.

You'll be presented with Synaptic Cleft puzzles until you have successfully completed 100% for this area. At that time, the Synaptic Cleft region is considered healed. You may move on to another area or continue playing in the Synaptic Cleft region. The beaker measures your completion percentage. The digital readout displays your total point score. The more difficult the skill level, the greater number of points earned and the fewer puzzles that need to be solved to complete the region. See how many points you can earn without asking Dr. Elaina for hints.

HINTS FROM DR. ELAINA:

- ⊙ Don't hold your mouse button down the entire game.
- ⊙ Be careful and selective with your force application.
- ⊙ Focus on getting just one neurotransmitter to the receptor cell at a time.
- ⊙ Notice that the neurotransmitters respond differently to the various objects.
- ⊙ You can "BANK" neurotransmitters off of selective force objects.
- ⊙ If you're a good "SHOT" you don't need to guide neurotransmitters all the way to the receptor cell.

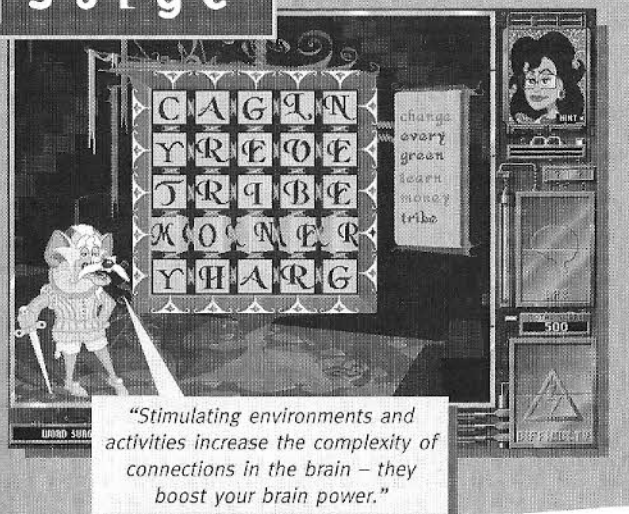


BRAIN FOOD

This activity explores the biology, chemistry and physics involved with a synaptic transfer.

Word Surge

Rathbone hits the boards with the Bard. His Shakespearean dress brings out his thespian personality. He wants you to unscramble the letters and form words so he can recite to his heart's desire.



"Stimulating environments and activities increase the complexity of connections in the brain - they boost your brain power."

NOVICE

The letters are scrambled on a 3x3 grid. Press the arrows to rotate the letter rows and columns to form the words. At this level you need to form two words. They can line up forward, backward, diagonally, horizontally and/or vertically. The words you need to form are listed on the scroll just to the right of the grid. Both words have to be on the grid at the same time to solve the puzzle.

EXPERT

Rathbone as Hamlet is stretching it just a bit but so is this skill level. You encounter a 4x4 grid. Now you must form four words from all the letters simultaneously.

GENIUS

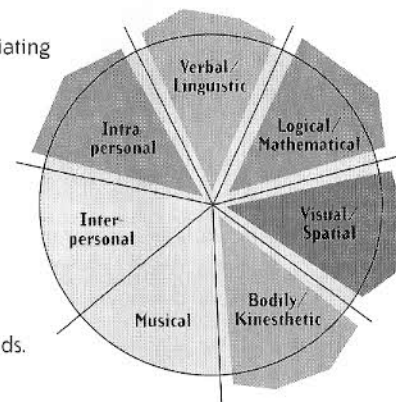
Oh, parting is such sweet sorrow. Well that may be, but Rathbone has made sure it isn't going to happen anytime soon at this skill level. The letter grid is now 5x5 and

you have to form six words.

You'll be presented with word puzzles until you have successfully completed 100% for this area. At that time, the Word Surge region is considered healed. You may move on to another area or continue playing in the Word Surge region. The beaker measures your completion percentage. The digital readout displays your total point score. The more difficult the skill level, the greater number of points earned and the fewer puzzles that need to be solved to complete the region. See how many points you can earn without asking Dr. Elaina for hints.

HINTS FROM DR. ELAINA:

- ⊙ There are many solutions and multiple paths.
- ⊙ If your path reaches a dead end, perhaps try another.
- ⊙ You might get a running start by free-associating lists of words.
- ⊙ Figure out how all the words in the list will fit together in the grid.
- ⊙ Consider shifting the words into new orientations if the current solution dead ends.

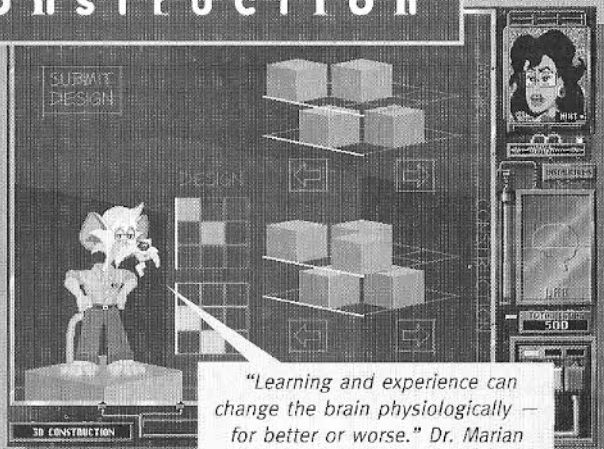


BRAIN FOOD

This activity is both a vocabulary and logic-based puzzle.

3 - D Construction

Rathbone rolls up his sleeves and sharpens his pencil in this puzzle. That's because he thinks he's a Swedish architect. His everyday life philosophy centers around quality workmanship, handcrafted construction and the good old-fashioned work ethic. He needs a crew for this project and it looks like you're it. Rathbone has created an object and wants you to build a second one (block by block), following his exact specifications. When you are finished they must be identical.



NOVICE

Rathbone doesn't have you start with anything too complicated. He understands that you're an apprentice carpenter on your first job. He offers you a full range of tools to build your object including:

- ⊙ A full size, two-color model.
- ⊙ Left and right arrows you click on to rotate the model.
- ⊙ A floating, two-level, 2-D grid design area that shows the exact placement of the blocks on your construction.
- ⊙ Left and right arrows you click on to rotate your construction.
- ⊙ Two flat design grids. You click on any empty square (it fills with color) on the flat grids to place a block on your construction. Click on colored squares to remove a block.
- ⊙ A white line on the flat grids corresponds with a white line on the floating construction grids to make it easier to line up your blocks.

Once you have finished building your construction, rotate it and the model to make sure they are identical. If you feel they match block for block, click on the **SUBMIT YOUR DESIGN** button and Rathbone will review your work. If it matches his specs, you're on to the next construction site. If not, try again.

EXPERT

You are halfway to Journeyman carpenter status if you can build at this level. Rathbone will test you here. The puzzle concept is the same, EXCEPT there isn't a floating 2-D grid to use to line up your blocks. You must place them by visualizing the correct location. The object is bigger (4 x 4 squares), and there are three different color levels to complete.

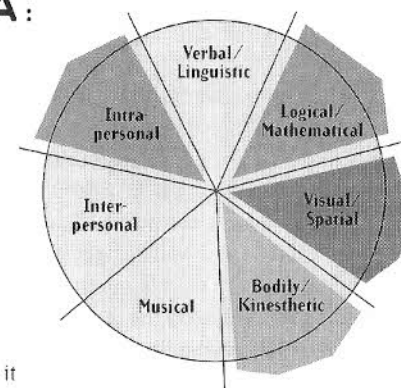
GENIUS

Pass here and you're in the Carpenters' Union. Rathbone and his dry, Swedish sense of humor hasn't made this level easy. The object is bigger (5 x 5 squares), and there are four levels ALL the same color. Good luck.

You'll be presented with construction puzzles until you have successfully completed 100% for this area. At that time, the 3-D Construction region is considered healed. You may move on to another area or continue playing in the 3-D Construction region. The beaker measures your completion percentage. The digital readout displays your total point score. The more difficult the skill level, the greater number of points earned and the fewer puzzles that need to be solved to complete the region. See how many points you can earn without asking Dr. Elaina for hints.

HINTS FROM DR. ELAINA:

- ⊙ Be patient and go slowly.
- ⊙ Rotate the object to the correct orientation so the model and your construction line up.
- ⊙ Some blocks are hidden from the side from which you are viewing.
- ⊙ Dr. Elaina will let you know which level is incomplete, if one has too many pieces or if it needs some adjustments.



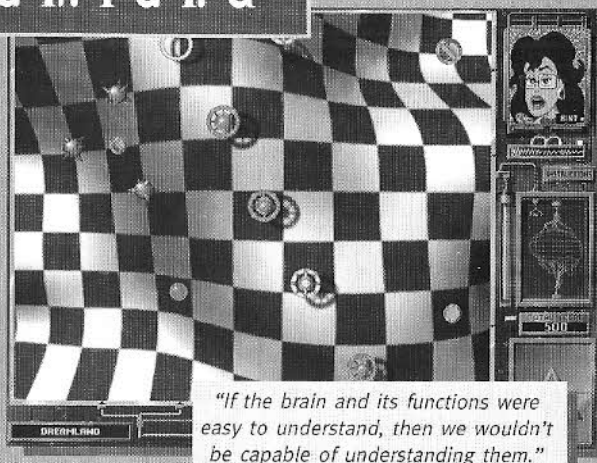
BRAIN FOOD

This puzzle is an ideal method for developing 3-D visualization skills.

*Dr. Marian Diamond is acting director of the Lawrence Hall of Science and a professor of Anatomy and Physiology at the University of California, Berkeley.

Dreamland

Welcome to the outer limits of Dr. Brain's brain. You're now in Dreamland. Unlike any of the previous regions, Rathbone isn't here to help you - it's up to you and Dr. Elaina to solve these puzzles. The Brain Drain scattered Dr. Brain's marbles and they have collected in Dreamland. It's your job to send them down to the level below to heal this region. Do it and you will have successfully reversed the Brain Drain and made Dr. Brain whole again.



NOVICE

A purple marble is bouncing around Dreamland. To move the marble, click your mouse on the spot you want the marble to move toward. You need to direct it over the small gray sensor circle so it will open the large gray gateway. Be careful here. If you pass over the sensor twice it will shut the gate. Drop the marble in the gate and you have solved the puzzle. That's not too hard.

Just so you wouldn't get bored there are red repellers and green attractors. They affect how the marble moves and make maneuvering a little more difficult. The teleport gates will send the marble around the screen to the control ring. And last but not least there are the floating mines. Avoid them or they will destroy the marble.

EXPERT

This is one dream that isn't easy to interpret. At this level you will encounter more of everything. More repellers, attractors, teleport gates, control rings and floating mines. The terrain is a little different also. This will affect how the marble bounces.

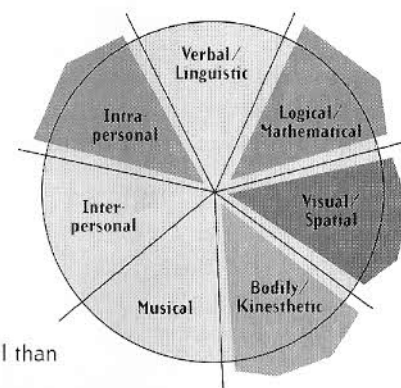
GENIUS

This level will give your brain a workout. There are more repellers and attractors and who knows where the marble will come out with the many teleport gates. The terrain also gets trickier, but what the heck, a good challenge never hurt anybody.

You'll be presented with Dreamland puzzles until you have successfully completed 100% for this area. At that time, the Dreamland region is considered healed and so is Dr. Brain. You will now see the final cartoon. After that, you may return to any of the puzzle regions and continue playing. The beaker measures your completion percentage. The digital readout displays your total point score. The more difficult the skill level, the greater number of points earned and the fewer puzzles that need to be solved to complete the region. See how many points you can earn without asking Dr. Elaina for hints.

HINTS FROM DR. ELAINA:

- ⊙ The force you apply is like a rubberband. the further from the marble you click, the greater the response.
- ⊙ Be patient and explore the properties of the world.
- ⊙ Sometimes the obvious is not so obvious.
- ⊙ Planning and finesse may prove more useful than brute force.
- ⊙ Direct solutions are not always successful in Dreamland.



BRAIN FOOD

This is a fluid puzzle system that allows for active participation and real-time interactivity.

Technical Support and Direct Telesales

U.S. Technical Support

Direct your inquiries to the Technical Support Department if your question is about hardware and software compatibility specific to Sierra games (i.e. sound card configuration and memory management). Technical assistance is only a phone call away. Dial (206) 644-4343. You may request assistance by facsimile: the US fax number is (206) 644-7697. Or write to:

*Sierra On-Line
Technical Support
PO Box 85006
Bellevue, WA 98015-8506
Monday-Friday 8:15 AM - 4:45 PM PST*

Modem Support:

*Sierra BBS: (206) 644-0112
CompuServe: GO SIERRA (to access Sierra forum)
America Online: keyword: Sierra*

European Technical Support and

Customer Service:

*Customer Support UK
Sierra On-Line Limited
4 Brewery Court
The Old Brewery
Theale, Reading, Berkshire
RG7 5AJ England*

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*Sierra Coktel Vision Deutschland
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D-03303 Dreieich
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44-1-734-30-3171
44-1-734-30-3362 (fax)

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33-1-46-01-4650
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The Only Catch: You've got to tell us why you don't like the game. Otherwise, we'll never get better. Send it back to us and we promise we'll make things right. (If you bought it at a retail outlet, please send your original sales receipt.)

If you find that you need to send for a replacement disk, send the original disk to:

U.S.: Sierra On-Line

Attn: Returns
P.O. Box 485
Coarsegold, CA 93614-0485

EUROPE: Sierra On-Line Limited

Attn: Returns
4 Brewery Court
The Old Brewery,
Theale, Reading, Berkshire
RG7 5AJ United Kingdom

Be sure to include a note stating your computer type. We will gladly replace your program free of charge during the first 90 days of ownership. (Please enclose a copy of your dated sales receipt with your request.) After 90 days there is a \$10.00 (£6.00 or £7.00 outside UK) charge for a replacement compact disk.

TROUBLESHOOTING

You may receive some of the following messages while installing or playing The Lost Mind of Dr. Brain™. The following information includes possible error messages in bold with explanations and detailed solutions.

On Your Macintosh System - If your error message says:

"This program works best with 256 colors," go to the control panel and double-click on "Monitors" and select 256 colors.

On Your Windows System - If your error message says:

"This program runs best in 256 colors," then you need to install a 256 color driver for your video card.

"This program requires a sound card," then you need to install a Windows 3.1 compatible sound card and driver.

"This program requires a synchronous sound card," means that this program does not support the internal speaker sound driver or any sound driver that does not support synchronized sound.

If you have further questions, please refer to the "Getting Help" section of this guide.

C R E D I T S

T H E L O S T M I N D O F D R . B R A I N TM

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Audio Engineers: Jonathan Cunningham, Mark Krause

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Creative Script Consultant: Stephen Cosgrove

Composer: Jonathan Cunningham

Voice Talent: Rodney Sherwood, Kayce Glasse

Brain Consultant: Dee Dickinson

Quality Assurance: Tim Knappenberger, Jay Williams

User Guide: Nancy King

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